



DREAMZZZ

**LEGO®
TOY:**

60

SHOTS
GREEN
PROJECTILES

**Z-BLOB
MECH**



EXCITING

COMIC



SUPER POSTERS!

Warning!
Choking hazard.
Small parts.



**UK
CA CE**

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**DARING
DUEL!**

**FACE OFF AGAINST
THE NIGHTMARE KING**

IMMEDIATE DISCOVER: LEGO® DREAMZZZ
ISSUE 5 £4.50



9 773029 002003 05>

ENTER THE LEGO® DREAMZZZ™ WORLD

ZOEY
MYSTERIOUS
DREAM BANDIT

COOPER
BUILDS THE
BEST GADGETS

Z-BLOB
COOL DOODLE
COME TO LIFE

MATEO
CREATIVE ARTIST &
IZZIE'S BROTHER

LOGAN
FOOLISHLY
BRAVE

IZZIE
FEARLESS ANIME FAN
& MATEO'S SISTER

THE DREAM CHASERS

This kids' crew keeps the dream world safe from the Grimspawn. With their **creativity**, **inspiration** and **friendship**, they're prepared for mash-up **creatures** and **adventure**. But are they ready to face Night Hunter and his sinister boss the Nightmare King?

Led by the Nightmare King, the Grimspawn only have one goal: turn the dream world into a world of nightmares. In order to obtain enough energy, he traps dreaming kids and steals their creativity, which is a great source of power in the dream world.

THE NIGHTMARES

NIGHTMARE KING
LEADER OF THE GRIMSPAWN

NIGHT HUNTER
MOST TRUSTED GENERAL

SUSAN
SMARTEST GRIMSPAWN

SNIVEL
ALWAYS IN A
GRUMPY MOOD

SNEAK
SNIFFS OUT
DREAM CHASERS

ARE YOU READY?

A DREAM CHASER'S LIFE IS FULL OF WILD ADVENTURES. JOIN US IN OUR EXCITING COMIC WORLD, HELP US SOLVE PUZZLES AND WIN DUELS AND LEARN ALL ABOUT THE NIGHT BUREAU.

HERE'S WHERE YOU GET ALL THE FACTS!

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ENJOYING THE MAGAZINE?

Have any questions, requests or suggestions? Then write to us - we would love to hear from you!

LEGO DREAMZzz magazine, Immediate Media,

Vineyard House, 44 Brook Green, London W6 7BT

Or email us at LEGO.DREAMZzz@immediate.co.uk

DREAM CRAFT

You'll find tasks throughout the magazine. They invite you to use your LEGO® bricks in a creative way. Unlock the power of your imagination and stop the nightmares!

COOL BEATS IS WHAT I LIKE BEST!

A MUSICAL COMIC!

TEACHERS ARE ALWAYS IN DANGER!

SPIDER HUNT!

Show Cooper the right way to get after the creepy crawlers.

I'LL PUT THE HAMMER DOWN!

FINISH

BONUS
Oh no! The spiders have escaped! Find out where they are hiding in the magazine and write the page numbers below.

Answers on page 34!

Answer: path C

THE DREAM OF MUSIC!

Story & Script: Jan Dinter
Illustrations: InkBubble Studios
(Pencils & Inks: Virgilio D'Ambrosio,
Colours: Marco Pelandra)

Lunch break at Francine
Wooley Middle School...

HEY MATED,
WHAT'S UP WITH
YOUR SISTER AND HER
CLASSMATES? ONE
THING'S FOR SURE -
THEY DON'T LOOK
HAPPY.

WE HAVE A
SUBSTITUTE TEACHER,
MR. MANZECCI, WHILE OUR
MUSIC TEACHER IS OFF SICK, BUT
IT SEEMS HE ISN'T QUITE UP
TO SPEED WITH OUR
LESSON PLAN.

HEY,
WHAT'S GOING
ON, IZZIE? WHY
THE LONG
FACE?

WE GOT
OUR MUSIC
TEST BACK FROM
THE TEACHER AND
ALMOST EVERYBODY
FAILED!

THE WHOLE
CLASS DID SO
BADLY! HOW DID
THAT HAPPEN?

HE ASKED ALL
KINDS OF QUESTIONS
ABOUT STUFF WE HAVEN'T
EVEN COVERED YET.

IF IT REALLY
WAS SOMETHING YOU
HAVEN'T DONE YET AND
EVERYONE GOT SUCH BAD
GRADES, I BET YOU CAN
DO THE TEST AGAIN.

YEAH, MAYBE.
BUT WHAT IF HE ASKS
US EVEN MORE THINGS
WE HAVEN'T LEARNT
YET?

Later that day...

STOP WORRYING ABOUT THAT TEST, IZZIE, IT'LL BE FINE.

BESIDES, YOU WON'T BE ABLE TO FALL ASLEEP - AND THEN YOU'LL MISS OUT ON ALL OUR ADVENTURES.

In the Dream World...

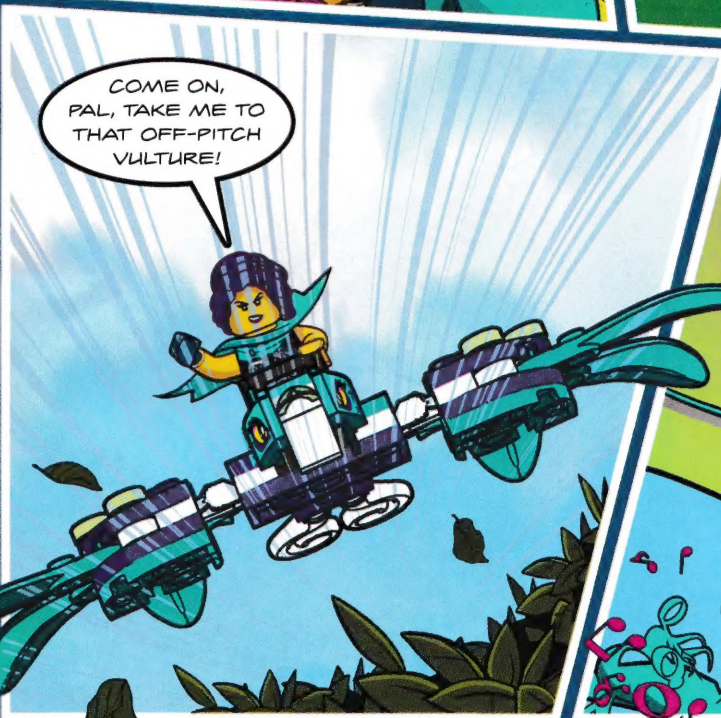
SO YOU TWO ARE ASLEEP TOO, I GUESS?!

LIKE BABIES! ANY WORK FOR THE DREAM CHASERS YET?

YOU BET!

I'VE DISCOVERED ANOTHER DREAM REALM THAT YOU JUST HAVE TO SEE. FOLLOW ME!







CONTINUED
ON PAGE 10

YOUR **DREAM!** YOUR **REALM!**

Dream realms
are not for the
waking world?
Wrong! Get **creative**,
imagine your **own realm**
and bring it to the page
with **crayons, pens** or
whatever you can find!

CREATE



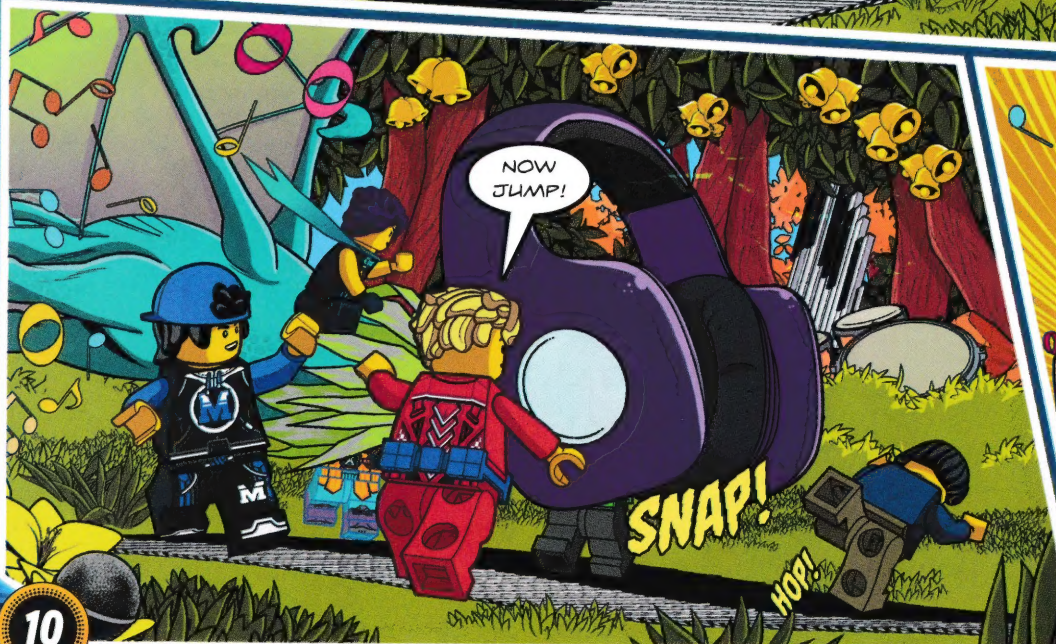
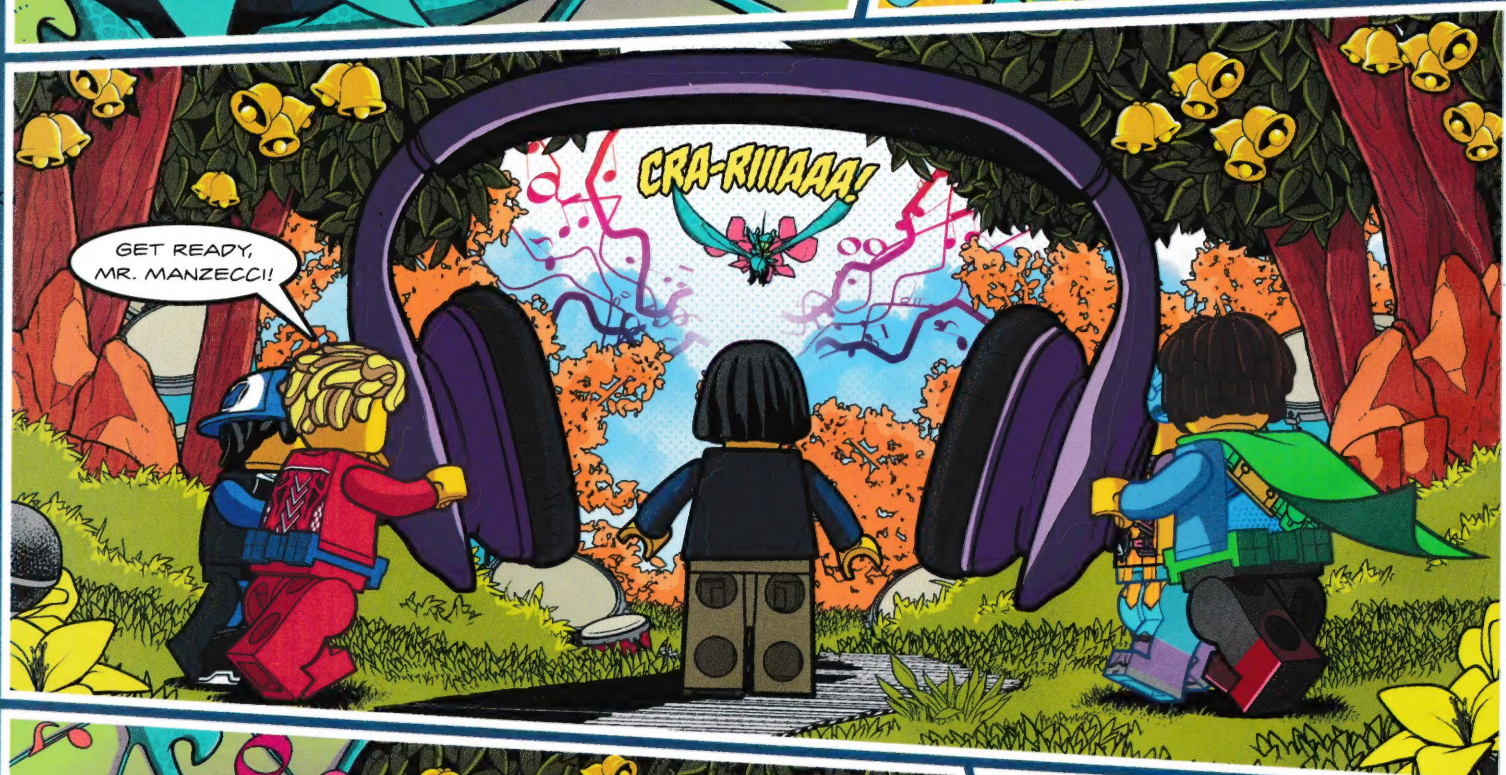
I BET
Z-BLOB AND
I WILL LOVE
YOUR REALM!

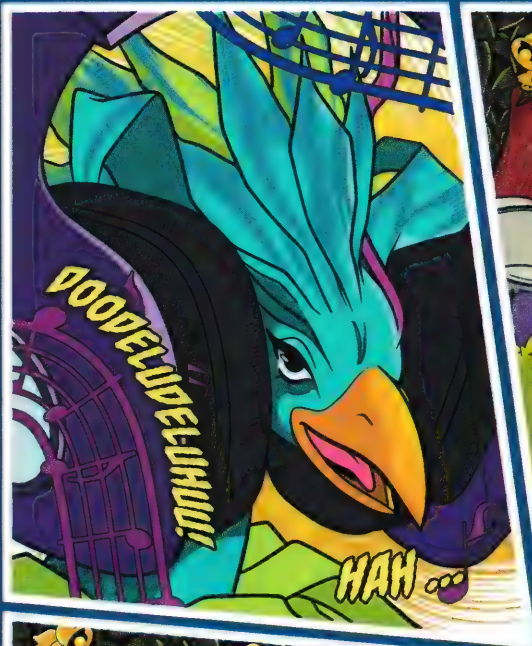
DREAM CRAFT

Want to play in your
new realm? Get your
LEGO® bricks and
build it.

IT WOULD BE
CALLED THE...

REALM







IT CAN'T BE!
IT MUST BE HERE
SOMEWHERE! A DRAFT
EXAM OR SOMETHING FOR
THE CLASS TEST ...



IF ONLY I'D HAD
A PROPER SUBSTITUTE
TEACHER BRIEFING!
BUT UNFORTUNATELY MY
PREDECESSOR WAS TAKEN
TO HOSPITAL IMMEDIATELY
AFTER HIS ACCIDENT.



I CAN'T
GIVE THE STUDENTS
ANOTHER TEST THAT
DOESN'T COVER WHAT
THEY DID IN THE PAST
SIX MONTHS.



THE GRADES
FROM THAT LAST TEST
ARE BUGGING ME BIG TIME!
I COULDN'T SLEEP FOR
MOST OF THE NIGHT
AND THEN I HAD
NIGHTMARES!



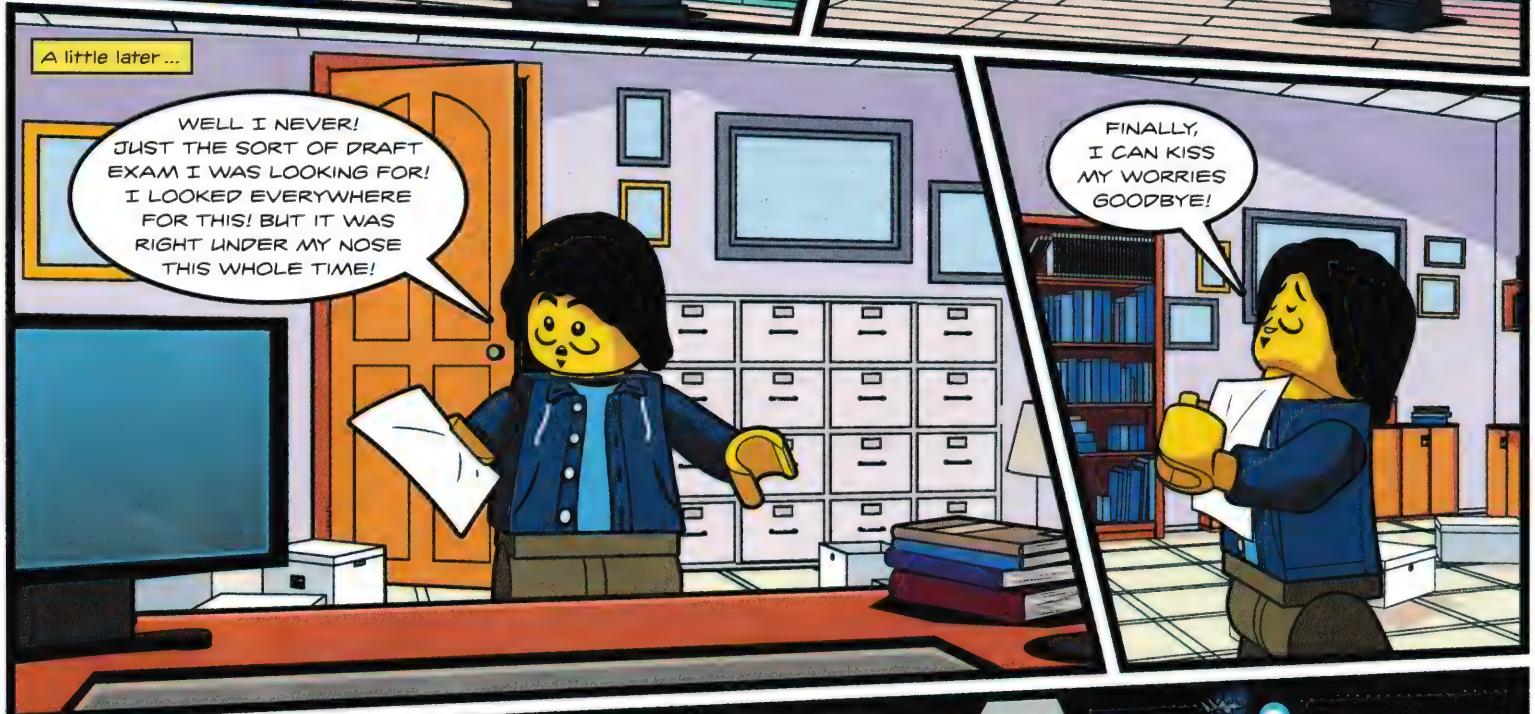
SO THAT'S
WHY HE WAS HAVING
NIGHTMARES! THAT POOR
MAN IS WORRIED BECAUSE
HE DOESN'T KNOW WHAT
TO PUT ON THE TEST!



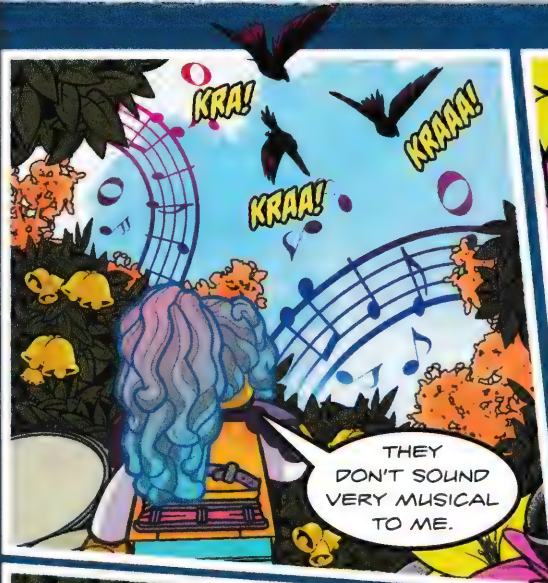
WE COULD
SLIP HIM A DRAFT
FOR THE TEST
WITHOUT HIM
NOTICING ...

YEAH,
BUT HOW?

JUST LEAVE
IT TO ME - OUR
RESIDENT MUSICAL
GENIUS!







THEY
DON'T SOUND
VERY MUSICAL
TO ME.



The next day before music class...

IT'S NOW OR NEVER... IF THIS NEW TEST IS JUST AS TRICKY AS THE LAST ONE, I'M DONE.

SOMETHING TELLS ME THIS ONE WILL BE EASIER.

LOOK OUT, HE'S COMING.

WHO ARE YOU ALL? AND WHAT ARE YOU DOING IN MY CLASSROOM?

Later...

HONESTLY, HE DIDN'T RECOGNISE ANY OF US! IT WAS LIKE HE LOST HIS MEMORY. I BET IT HAS SOMETHING TO DO WITH HIS DREAM AND THOSE CREEPY RAVENS!

WHAT?! YOU DON'T THINK THOSE RAVENS ACTUALLY STOLE HIS MEMORY, DO YOU? HAHAA, THAT'S WILD, IZZIE!

I DON'T KNOW GUYS. THOSE CREEPY RAVENS DO SEEM FAMILIAR BUT MY IMAGE OF THEM IS... MURKY. LET'S BE CAREFUL! THIS MIGHT JUST BE THE BEGINNING!

THE END

FAULTY TOWER!

ACTIVITY

The Sandman's Tower is a place of **great power**. To lure dream chasers away from it, a **nearly perfect illusion** has been created. Find and **circle the 15 mistakes** in the picture on the right to expose the trickery.



ONLY THE REAL TOWER HOLDS THE POWER OF THE DREAM SAND.



THE ILLUSION IS PERFECT. YOU WON'T FIND ANY MISTAKES!



DREAM CRAFT

Want to reach high? Grab your LEGO® bricks and build your own dream tower.



ORIGINAL



ILLUSION

Answers on page 34

SUPER MIGHTY Z-BLOB!

HE'S HUNGRY!

He may be little and green, but his **appetite** is **bigger** than all the other Dream Chasers put together. By the way, his favourite food is **pizza**.

HE NEVER SAYS NO TO PIZZA!



SNEAKING OFF FOR A HOT DOG



EVEN LOGAN'S BANANA IS NOT SAFE



HE'S POWERFUL!

Z-Blob is always willing to help others. In his battle against nightmare beasts, Mateo uses his dream-crafting skills to transform the green impromptu into a mighty Mech. And when the going gets tough, Z-Blob can even turn into a collective fortress of jelly.

FANTASTIC JELLY FORTRESS

POTENT PUNCH

SUPER FAST

This little Z-Blob has huge potential! Gather all the key **information**, turn him into a **mighty Mech**, then practise his **marksmanship skills** on the next pages.

LOTS OF AMMO

EXTREMELY MOBILE

HE'S IMPORTANT!

Z-Blob possesses a type of **superpower**: he can live in both the Waking World and the Dream World. The Nightmare King kidnaps him to steal this power. During Mateo's rescue, the poor Blob is **divided** into two halves, with serious consequences. (Find out more on page 29 in this magazine.)

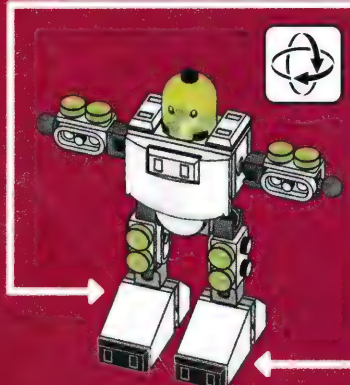
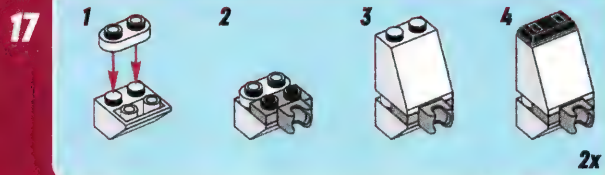
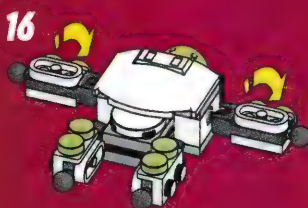
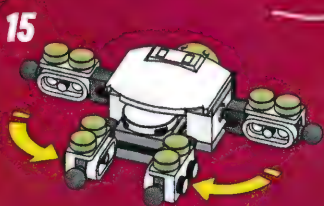
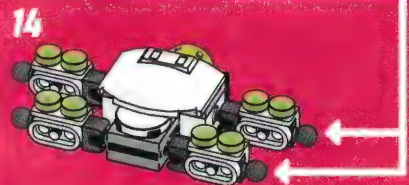
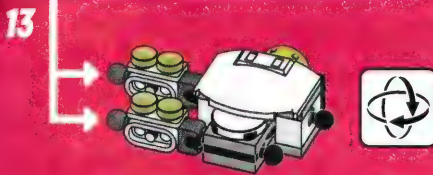
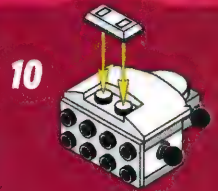
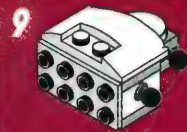
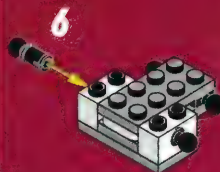
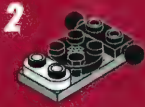
IMPRISONED IN THE SHADOWKEEP

CAUGHT IN A TUG-O-WAR UNTIL...

...THERE ARE TWO OF HIM!

HERE'S HOW TO BUILD YOUR AMAZING Z-BLOB MECH:

HARD TO BELIEVE
WHAT MY DOODLE
TURNED INTO!



TIP:
Place the target
next to a wall and
build barricades
to keep the discs
from rolling
away.

HIT THE MARK!

HOW TO PLAY:

Position your Z-Blob toy on the floor, remove the green discs, then fire a single test shot. Now place the magazine where the green projectile landed. Pick up the disc and shoot at the target ten times from your original position. Add up your total score from all ten shots.



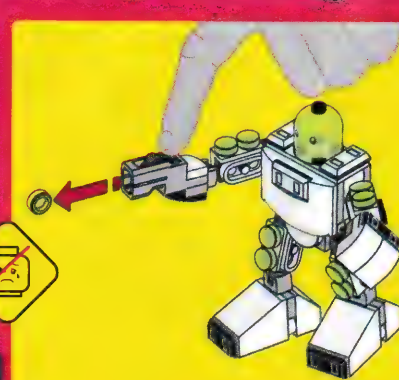
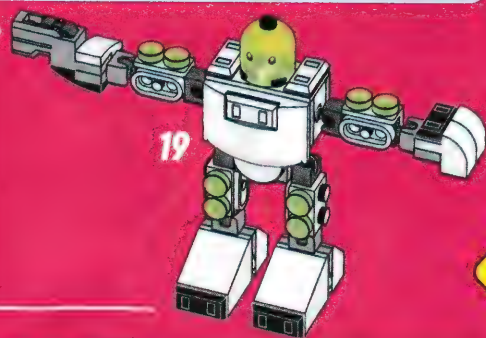
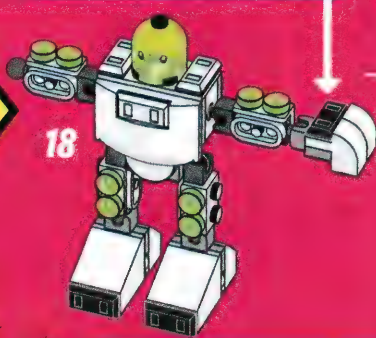
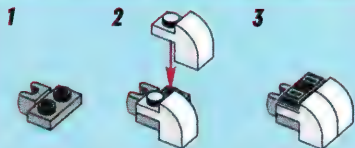
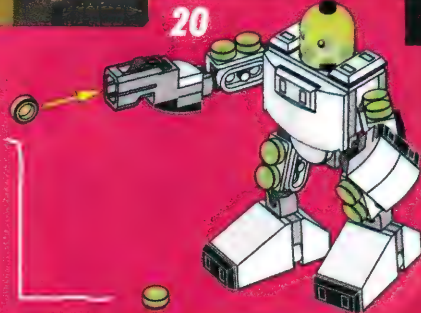
DREAM CRAFT

Ready for more practice? Grab your LEGO® bricks and build a 3D target with chambers worth different amounts of points.

HIGH SCORES:

NAME	SCORE

20



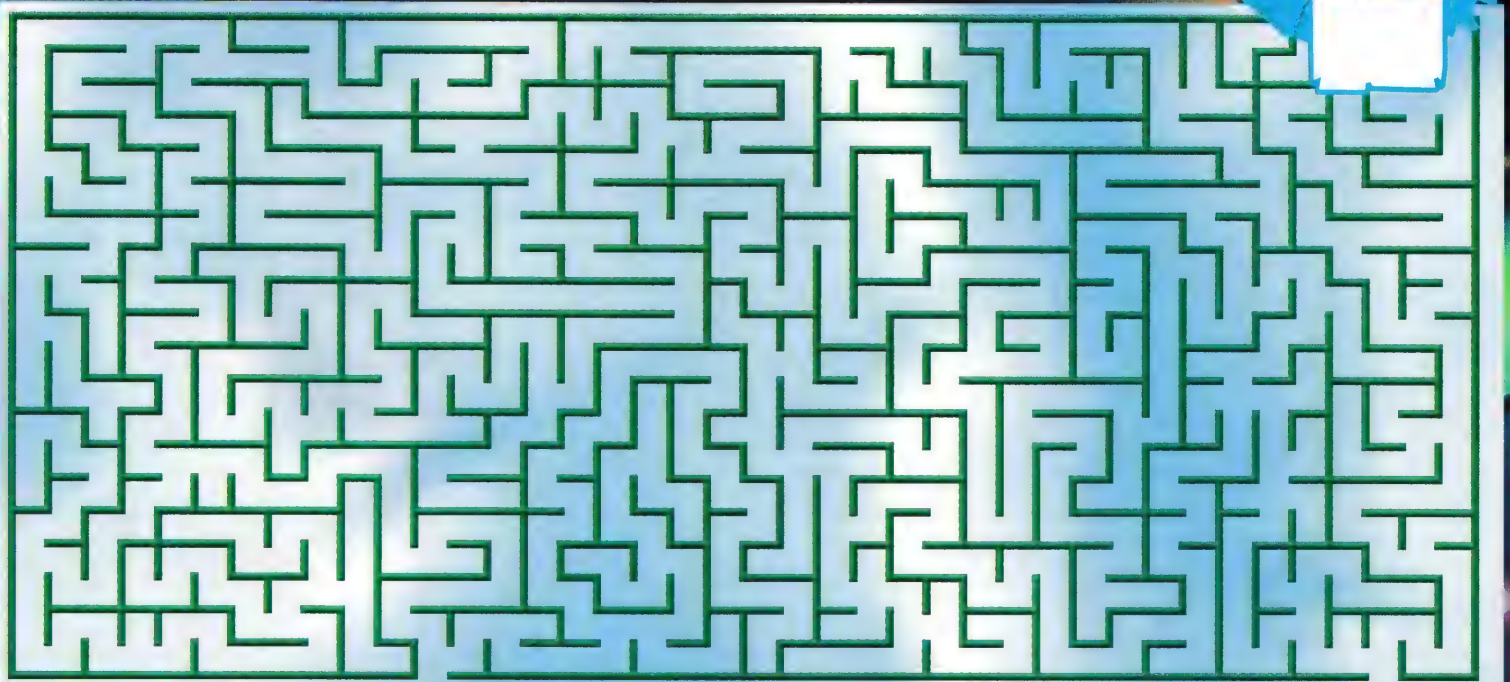
SMART SHOTS!

Z-Blob is under attack from above by a nasty Grimkeeper. But he uses his smarts to find a **way** to **shoot** him anyway. Find out which of the four **projectiles** hits the evil beast directly and which one has to take a lengthy **detour** through the **labyrinth**!



BONUS TASK

How many times must the projectile turn inside the labyrinth in order to reach the Grimkeeper?



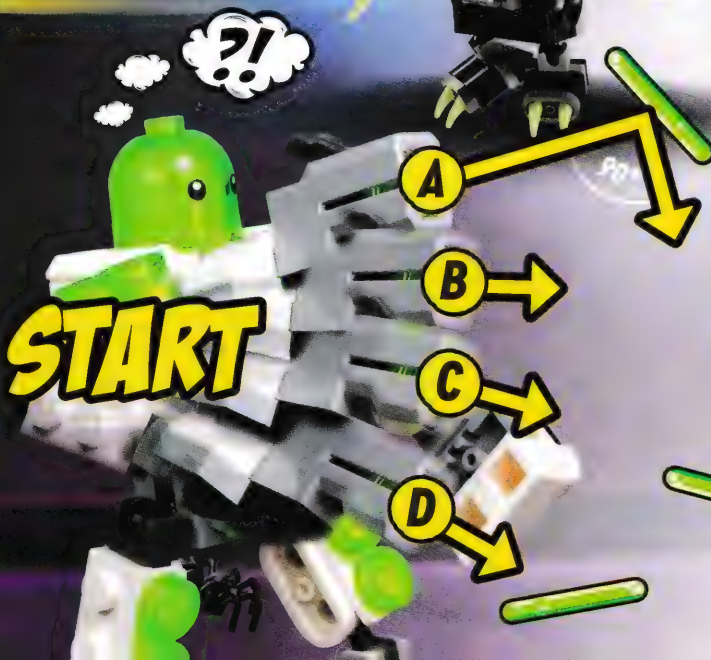
RULES:

The green projectiles always fly in a **straight line**, but when they hit an **obstacle**, they bounce off at a **90° angle**.

Tip: use a geometry set square.



OH NO. THIS SHOT IS GOING INTO THE LABYRINTH... NOW WHAT?



START

The answers are on page 34!

RACE FOR THE

BECOME
A MASTER OF
THE DREAM
REALMS.

MATEO

Can also move
diagonally!

THE 8 REALMS

1	2	3	4
5	6	7	8

FINISH

START

ENTRANCE



FANTASY
REALM

EXIT

ENTRANCE



CASTLE
NOCTURNIA

EXIT



GRIM
REALM

EXIT

ENTRANCE



CANDY
REALM

EXIT

ENTRANCE

COOPER

Can go plus 1
on every move!

THE 8 REALMS

1	2	3	4
5	6	7	8

FINISH

START

FINISH

START

FINISH

START

IZZIE

Can go plus 1
on every move!

THE 8 REALMS

1	2	3	4
5	6	7	8

ZOEY

Plus 1
in duels!

THE 8 REALMS

1	2	3	4
5	6	7	8

REALMS!

Find out who has the **best skills** and is **fastest** at exploring the Dream Realms.

GAME FOR 2 TO 6 PLAYERS!

WHAT YOU NEED:

- A dice
- A pencil / pencils
- One game piece per person (a 2x2 LEGO® brick is ideal)

RULES OF PLAY:

- Each player chooses a character and places their **game piece** on that character's starting point.
- Play moves in a **clockwise direction**. The player with the highest dice roll goes first.
 - On each turn, the player rolls the dice and moves the **corresponding number of spaces** on the grid.
 - Only **vertical** or **horizontal** movements are allowed.
 - When a player reaches a **realm**, they enter it through the **entrance**. That turn is now over.
 - On the next turn, the player rolls again and leaves through the **exit**. That realm has now been **explored**. The player can check off one of the **boxes** at their starting point.
 - The **first player** to explore all eight realms and move their game piece back to the **finish** is the winner.

TREASURE BONUS:

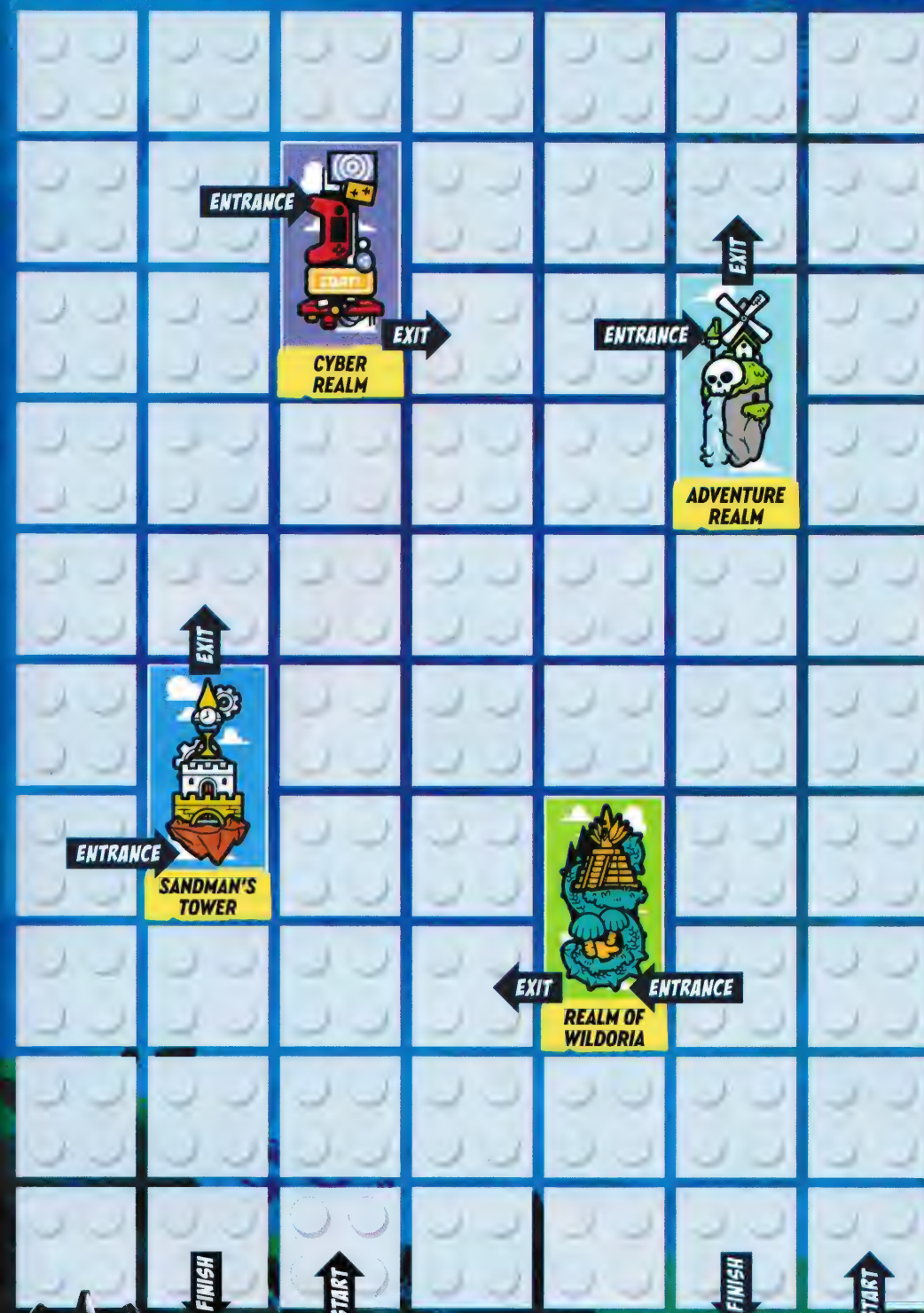
Place a "treasure" on each realm. You can use the green discs that came with your Z-Blob toy. When you explore a realm with a treasure, you can collect that treasure. Later, you can use each treasure to add **one bonus point** to the **number on the dice** when you are taking part in a duel.

DUELS:

If you land on a **space already occupied** by another player, you may challenge that player to a **duel**. Each player rolls the dice and the **highest roll** wins. If there's a draw, roll again. The winner of the duel is allowed to catapult the **loser** to any space on the grid.

COOL SKILLS:

Each character has **special skills** that give them an **advantage**. Example:
If Cooper rolls a 4, he can move 5 spaces because he has a "Plus 1" skill.



NIGHTMARE KING

Can also move diagonally!

THE 8 REALMS



NIGHT HUNTER

Plus 1 in duels!

THE 8 REALMS



TRAINING FOR DREAM CHASERS

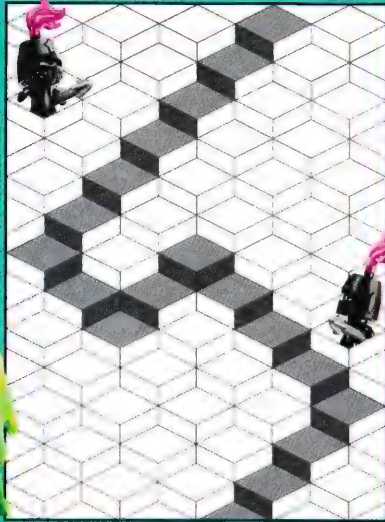
PART 1
OF 2



Inspiration, creativity and focus are the three essentials of **dream crafting**! Dream Chasers must always stay one step ahead of their dark enemies, so they train their mental skills with **challenging memory games**.

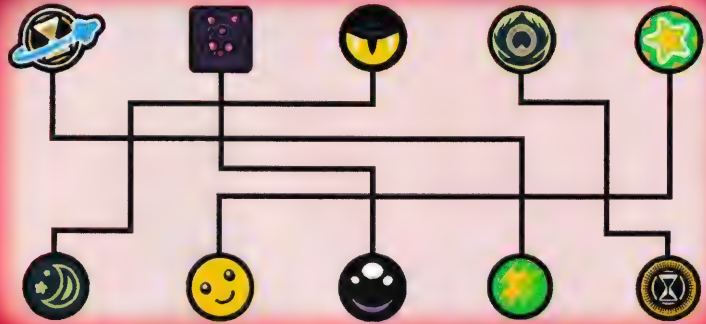
1 Z-BLOB'S ASCENT!

Grab a pen and memorise the exact path Z-Blob has to take (seen here). Then go immediately to page 31.



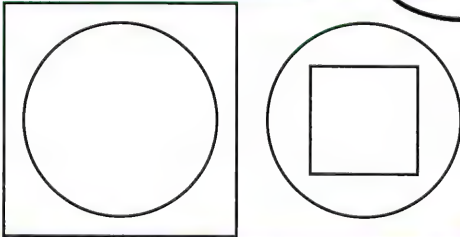
2 KEY CONNECTIONS!

Allow yourself **one minute** to memorise exactly which **symbols** are **connected** to one another. Then turn quickly to page 31.



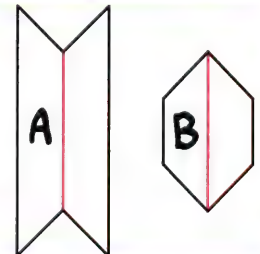
VEXING VISIONS!

WHICH OF THE TWO CIRCLES IS BIGGER?



THIS IS FAR TOO TRICKY FOR YOU!

WHICH LINE IS LONGER, A OR B?



3 WHERE IS IT?

Look closely at the picture and try to remember each object individually. Then grab a pen and turn to page 31.



GIVE IT YOUR BEST AND LEAVE THE NIGHTMARES BEHIND!

PART 2
IS ON
PAGE 31

PSSTT!
DON'T TELL ANYONE!

SECRETS FROM THE NIGHT BUREAU!

LEARN INSIDE INFORMATION FROM THE NIGHT BUREAU FILES FROM TEACHER AND DREAM CHASER MR. OZ.

**FILE
NO.5**

FACTS

HERE'S
THE NIGHTMARE
KING'S BACK
STORY!



LUNIA HAD
AMAZING
POWERS!



Lunia's *memory*
is good as gold!



The Dream
Keeper
uses all her
energy...

► LUNIA'S LEGACY!

To imprison the Nightmare King (formerly Lunia's friend Migo), Lunia created a **perfect prison**. She dreamcrafted a whole new realm overseen by a **super special Guardian**. Only Dream Keepers have enough power to control so much Dream Sand by themselves. Sadly, Lunia **lost all her powers** thereafter.



... to *lock up* the
Nightmare King in
a Grimkeeper.

TERROR ON THE MARCH!

LOOK HOW
MUCH POWER
Z-BLOB
GIVES ME!

► TODAY Z-BLOB, TOMORROW THE WORLD!

Following Z-Blob's split (see page 22), the Nightmare King uses his powers to enter the Waking World and destroy it so that he will never be forgotten. Even the Night Hunter is shocked by this **rift between the worlds**. He had helped the Nightmare King escape in order to gain more power.

**DREAMZZ™
SEASON 1
EPISODE 19**



The *Grimspawn*
feel a bit queasy.



The *Henchman*
has his regrets.



The rift disturbs the *Fall
Festival* in Brooklyn.

With Z-Blob, the
Nightmare King may
become *invincible*.



**SCAN TO WATCH
DREAMZZ™
ONLINE**

Z-Blob is the key to the plan.

The evildoer has no chance...

... and is finally captured!

It can only succeed with teamwork.

Time to say goodbye.

► A RISKY MOVE!

The Dream Chasers use a **trick** to lure the Nightmare King back to the Dream World. They combine their powers, let them flow through Z-Blob and dreamcraft an **extremely strong dream sand tornado** that sucks the Nightmare King into it, then later turns into a **giant Z-Blob Guardian**. From now on, he will keep a close eye on the Nightmare King.

DREAMZZZ™
SEASON 1
EPISODE 20

FROM Z-BLOB TO Z-GUARDIAN!

DREAM CRAFT

Security comes first! Grab your LEGO® bricks and build the giant guardian of your dreams!

Behind bars with no way out.

A NEW WORLD!

Though the Nightmare King was defeated once again, things have changed. A **rift** between the worlds allows **more dream creatures** to enter the Waking World. The Night Bureau sends its **agents** all over the world and even the sly Sneak has found a way in.

The Dream Chasers get ready to leave!

SEE? I AM THE SMARTEST!

Walter's backpack was a perfect hiding place.

Night Bureau agents are on the job.

TRAINING FOR DREAM CHASERS



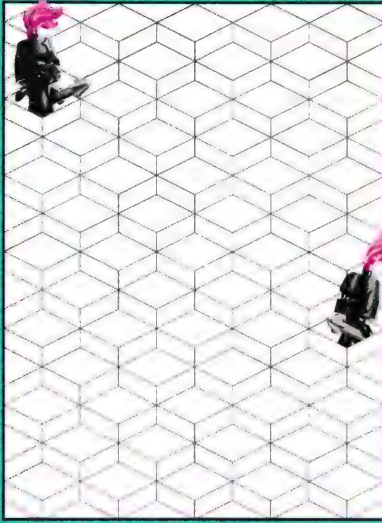
PART 2
OF 2

ACTIVITY

Have you **memorised** the **path**, the **connections** and the **objects** on page 28? Then **test your skills** as a Dream Chaser by completing the tasks below.

1 WHICH WAY TO GO?

Mark the **exact path** for Z-Blob, which you studied on page 28. Then check that page to see if you got it right!



OOH, THIS TRAINING IS SO MUCH FUN!

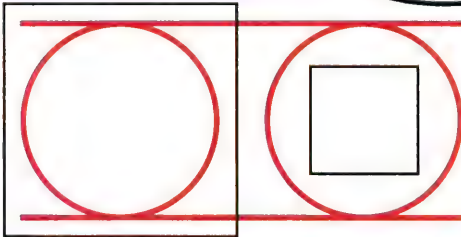
2 PAIR THEM UP!

Connect the symbols exactly as you saw them on page 28. Then compare your version with the original.

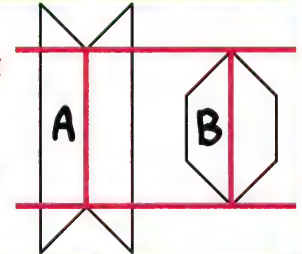


LOGICAL THINKING IS THE KEY!

THEY'RE THE SAME SIZE!



THEY'RE THE SAME LENGTH!



VEXING VISIONS!

3 WHAT'S DIFFERENT?

Think back to the picture on page 28. Which of the **objects** below have **changed** their **appearance** or are **new** to the picture? Mark them.



THIS IS HOW DREAM CHASERS STAY IN SHAPE!

ACTION

GRIMSPAWN

ZOEY

MATEO

MRS. CASTILLO

Z-BLOB

WE'RE INCLUDED:

Z-BLOB SEARCH

Can you find Mateo's little green buddy hiding on this page?

TURN THE PAGE!

Answers on page 341

TURTLEASTIC!

Whether she takes the world's coolest food truck to Brooklyn or the Dream World, Mrs. Castillo is there to help out the Dream Chasers with yummy burritos, clever advice, protection and super artefacts.

ROOFTOP STORAGE BOX FOR VALUABLE TREASURES

MY VAN IS FOR EVERYONE!

WINDSCREEN AND VIPER FOR DREAM STORMS

ROTATING LEGS/WHEELS

FIRE BLADE, SWORD OR A FISH PERHAPS?

MEHE! MIND IF I HITCH A RIDE?

MRS. CASTILLO ALWAYS LENDS A HAND AND HER VAN IS JUST WOW!

YOU BUILD?



WHICH ONE WILL YOU BUILD?

FLYING SUBMARINE

COOL FOODTRUCK



SET DATA:

Set No.: 71456

Length: 19cm

Height: 18cm

Figures: 3 minifigures + Z-Blob + Grims spawn

2 ways to build

434 LEGO® PIECES

KAI WOULD SWING INTO ACTION



WHAT WOULD
YOU DO?

DISCOVER MORE ON Ninjabo.com



PREVIEW

BEASTLY TOY:

THE NIGHT HUNTER COMING SOON!

EVIL HAT WITH SPYING EYE

CREEPY SCARF

DANGEROUS CROSSBOW

NIGHT HUNTER + CROSSBOW!

ANSWERS:

PAGE 3 BONUS

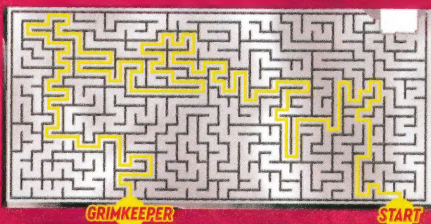
On pages 22, 25, 27, 32

PAGE 25 SMART SHOTS!

Two projectiles:
B = labyrinth
D = direct

BONUS TASK

128 turns



PAGE 31 WHAT'S DIFFERENT?

yellow circles

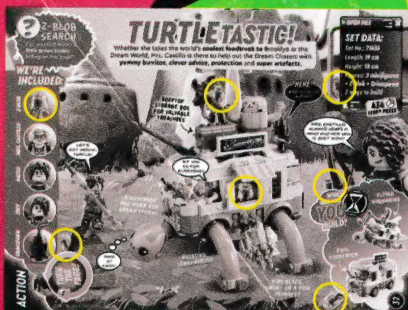


GET IT RIGHT?

PAGE 32

Z-BLOB-SEARCH

yellow circles



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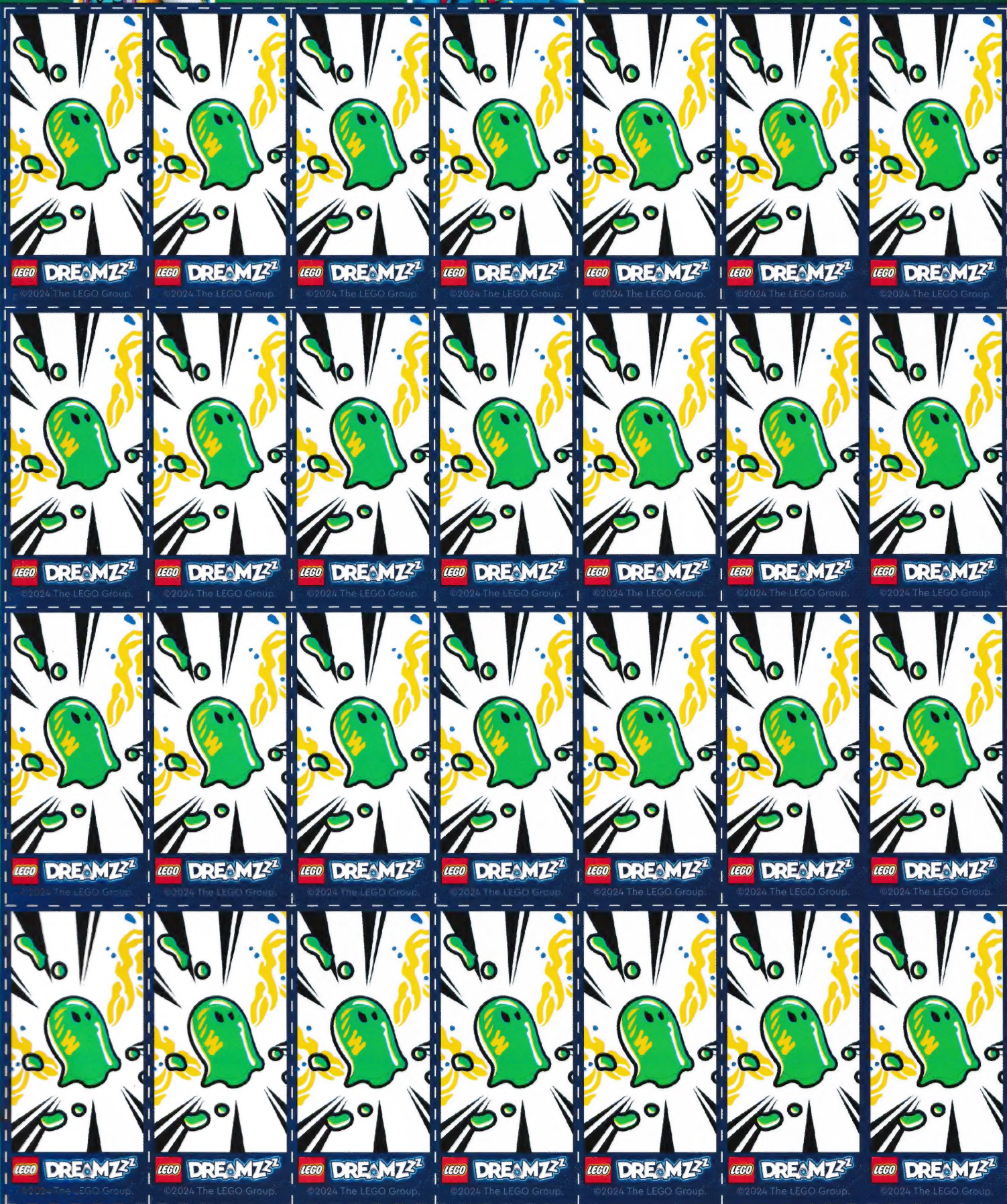
2-4
PLAYERS

SET UP:

Cut out the dominoes and shuffle the tiles face down. Each player draws 7 tiles. Remaining tiles form a draw pile.

HOW TO PLAY:

The youngest player **starts** the game and places a tile in the center. Now players take turns in a **clockwise direction**. A player can place a tile on the board if it has a **matching end**. If a player can't place a tile, one must be **drawn** from the pile. If there are none left, the turn ends. The player who **runs out** of tiles first **wins**. If no player can make a move, the player with the **fewest** tiles left **wins**.



DREAM WORLD DOMINOES!

